INTEGRATING VOCATIONAL LEARNING INTO CLASSROOM TEACHING

Vocational learning is learning that addresses broad understandings of the world of work and develops in young people a range of knowledge, skills, competencies and attributes relevant to a wide range of work environments. Vocational learning provides students with the opportunity to make connections between school and the world beyond it.

Vocational Learning Booklets 2005

STEPS/POINTS TO CONSIDER

Integrating vocational learning into classroom teaching practice is not meant to be a difficult and time consuming task. Ideally, teachers should consider opportunities to introduce vocational and enterprise learning opportunities through Teaching, Learning and Assessment Strategies when writing new programs. However, teachers will find that they have already been integrating vocational learning but have not made it explicit in current programs.

1. **Annotate current programs with employment related skills**
   Use resources such as KLA Bookets reference – 2.1 and 5.1. Employment Related Skills Logbook reference Classroom Section Employment Related Skills in the Classroom for Years 9-12. Go through Outcomes, Learn Tos and Learn Abouts and Teaching, Learning and Assessment Strategies.

2. **Format the programming document to allow for *Work, Employment and Enterprise* cross-curriculum content and employment related skills in the program overview.** The annotation process will outline the main skills that are evident.

3. **Document employment related skills throughout the program.** The annotation process will outline where employment related skills are highlighted. The skill is listed and then a suggestion as to how it is demonstrated.

4. **Document opportunities for students to log employment related skills (which may also include aspects of assessment)**

5. **Integrate authentic learning experiences into new programs that meet curriculum outcomes**
   - **Creative Arts –** acknowledgement of the practice of the Creative Artist - Students as artists
   - **Technology –** practice of the Designer, project management - Students as designers
   - **Mathematics –** mathematics skills for life
   - **English –** English skills for life
   - **Languages –** communication skills in other languages, planning and organisation of cultural events
   - **PD/H/PE –** teamwork, self-development
   - **HSIE –** Research and investigative skills, fieldwork, Commerce
   - **Science –** Scientific applications in real life